November-December 2009 2

CROC TALES

The Crocodile Games Webzine

From The Editor

Greetings Croc fans!

Welcome to the second installment of the Croc Tales webzine. Firstly, thanks for all the positive support and feedback we received for the first issue. It was great to hear and most encouraging!

We have an equally exciting issue for you this month to coincide with the much-anticipated release of the Titans. In this issue you will find the latest rule set for playing your Titan warband, making them ready for battle, whether against the mighty forces of the Spartans, the proud races of Aegyptus, or the Wendigo Raiders of Hyperborea, your Titan force will certainly make a statement on the battlefield (if not a little dent!).

Christmas is almost here, and to make it easier on our customers we have now fixed the shipping rates on our online store – small orders that fit in a padded envelope can now be shipped internationally for $8, and $13 for a small flat-rate box (about the size of a VCR tape box... perfect for Warband Starter Sets!)

Thinking of buying the WarGods of Aegyptus rulebook this Christmas? For yourself, a family member or a friend, the rulebook ships anywhere in the world for the flat rate of $13 in the new flat rate envelope, and only $5 anywhere in the USA. So why not take advantage of these great deals on shipping today? But hurry, the last day of posting before Christmas is almost here (December 21, for US addresses), so get your order in early to be sure it gets there in time.

Coming in December.

Character Multi-Packs
WGE-807 Camp Followers 4 (Spectators Pack) $14.95
WGE-808 Camp Followers 5 (The King of Memphis & Entourage) $14.95

Also Available through Retail Stores and Distributors in December:

WGE 323 Mummy Archer Unit (10) $35.95
WGE 324 Asar Slinger Unit (10) $35.95
WGE 325 Heru Swordsmen Unit $35.95
WGE 326 To-Tanem Spearmen Unit $35.95
WGE 703 The Scarab Ogre $29.95

You ain't nuthin but a scarab!
Rollin' all the time...
(Miniature Painted by Brenda Gosman)

Retail Information

If you are a retail store and would like further information about our products, please drop us an email at sales@crocodilegames.com.

Be sure to include your store's location and contact details, and we'll get in touch with news about our latest offers, products and price listings.

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By
Chris FitzPatrick

Before the dawn of time, there were the Titans. Monstrous beings born of primal chaos, their power was unstoppable, their malice immeasurable. For ages untold they ruled the earth and the heavens, and all living things were their slaves and their prey. Then came the gods, and they waged a war against the Titans that nearly shattered the world. By the gods' cunning and trickery, the Titans were defeated, imprisoned in dark Tartarus far beneath the earth. Smug with the spoils of their victory, the gods retired to the pillared halls of Mount Olympus, high amongst the clouds.

For countless eons, the Titans tore and clawed at the boundaries of their dark prison. Up through the cracks in the earth, where the fires of creation still burned and molten stone flowed and bubbled, up they crawled.

At last, the Titans have escaped.

Though only the smallest of their kind were able to make their escape, even these tower over the greatest men and monsters of the surface world. It is a disturbing reality that the greatest of the Titans are still imprisoned beneath the earth, their mountainous bulk far too massive to ever escape their prison, but their futile struggles and tantrums are still powerful enough to cause earthquakes and disasters on the surface world of men. Many a great disaster has been caused by the subterranean struggles of the greatest of Titans, as they fought in futile rage against the vast dome of rock and stone that is their prison.

History + Society

Huge and bipedal, the Titans are monsters cast roughly in the shape of men, but with stark differences. Their skin has a reptilian appearance, thick and leathery, and covered with patches of armored scales and sharp horns. The smallest stand over twice the height of the tallest man; the largest known stand as high as the tallest tree. The bestial faces of the Titans have the appearance of great, simian reptiles and their eyes burn with an otherworldly power and ancient cunning. The rest of their features are wild and varied, a reflection of their primordial origin, as if nature had not yet decided upon their final form: if they were to have two arms or four, one eye or two, if they should have grasping hands or writhing tentacles.

The Titans were born of the primal chaos of the newly-formed cosmos, and their bodies are made of the same stuff, held together only by the force of their hateful will. When a Titan is killed, its body does not decompose like a mortal thing born of nature, but quickly returns to the base materials from which it sprang forth at the dawn of time – some gradually dissolve into a puddle of bubbling slime, while others ignite, the flesh and bone burning away until only ashes remain.

Of speech and learning, they care little; only the Masters and the Overlords can form even the basic phrases of the human tongue. It is just as well, for they have little to say to mortal men, who they see as merely prey and the target of their long-pent-up wrath. They use no tools or weapons; indeed they have no need for these inventions of men – swords are poor substitutes for the razor claws of their mighty hands, bronze armor and shields are thin and fragile when compared to their scaly hide. The Titans scorn mankind for their weakness, their reliance upon these crutches, and for their plentiful numbers, and the Titans actively seek to hunt them down. Fueled by rage and anger, a single Titan is a match for an entire phalanx of warriors with their feeble spears and shields.

The life of most Titans is a short and violent one. They constantly fight amongst themselves, struggling for status and dominance in their own group. The weak are killed by strong, the small dominated by the larger. As Titans age, they increase in size and strength. There is no known limit to the size that Titans could potentially attain given an unlimited time to grow and victims to devour. Only the gods have witnessed the vast size attained by the firstborn of Kronos, father of the Titans, who were defeated and imprisoned beneath the earth. However, there are vast valleys dividing the mountains of Hellas that bear a familiar and frightening humanoid shape when viewed from above, as if some titanic body was cast down from the mountain's highest peak to leave its form imprinted forever on the ground – outlines of those cast down from the immeasurable heights of Olympus by Zeus, the All-Father, during the first war against the Titans millennia ago.

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Ways of War

The Titans wage war in a primitive and primal way. The smallest of their kind, the Slaves, rush into battle heedless of the dangers of stones and arrows. At the front of the warband, they lead the charge, seeking to close quickly with their prey. The Titan Masters are more cunning and hold back, recognizing the threat of their mortal foes and the long bite of their missiles. They drive the Slaves before them, using the slow-moving brutes as shields. When confronted with a vast phalanx of spears, the Masters are shrewd enough to use their formidable strength to their advantage; their great claws scoop boulders from the ground and uproot trees for use as improvised missiles. It is a terrifying ordeal for the bravest of men to withstand a deadly hail of wood and stone. Once the enemy is sufficiently softened, the Masters close for the kill, exulting in the carnage of melee – stomping doomed soldiers beneath their feet, swiping entire rows of hoplites aside with their mighty tails, grasping men with their hands and swallowing them whole. Only the massed spear wall of the phalanx has any hope of holding back the monstrous Titans.

The Overlord looms above them all. It is the oldest and most powerful of the Titan warband, and the rest follow out of fear. The Overlord has a deep and abiding hunger for the blood of the gods, however diluted by years and distance, and they seek out any opposing Demigod to make of him a meal. The Overlord has countless diverse and unspeakable powers to draw upon: Its thundering roar causes fear in the bravest veteran; its blood boils with the hot intensity of magma; its mighty blows can topple towers and smash city walls. Though the most intelligent of the Titans, the Overlord fights with a brutal straightforwardness – it knows its greatest asset is its strength, and it is not to be wasted toying with its enemy. The Overlord seeks to quickly catch and devour its foe, eager to taste the sweet power in his divine blood.

Monsters of all sorts are attracted to a Titan warband, seeking it out and following for the carnage and carrion they leave in their wake. Foul winged Harpies circle in the skies above them them, like a black cloud of pestilent flies. Fearsome Hydras and Chimerae are sometimes adopted by the more ingenious of the Masters, acting as pet watchdogs for a time – until hunting is poor and the hapless monsters are eaten for a quick meal. Most disturbing of all are the stories told of men who have, by dark magic or foul perversion, lain with a Titaness and spawned half-breeds of man and Titan. These beings are said to posses both the awesome strength of the Titans and the cold intelligence of man; worse yet, their hybrid nature gives them insight into potent magic to rival the greatest Sorcerers.

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The Titan Warband

This issue of Croc Tales is devoted solely to the Titans, a preview of a new faction from the upcoming WarGods of Olympus. The Titans are an unsusal warband for WarGods, in that they are a warband comprised entirely of monsters. As such, they lack many of the options that their 'mortal' enemies have to draw from: choice of weapons and armor, high-speed chariots, Sorcerers, and so on. However, the one thing they do have, in abundance, is power and strength. The Titans are the biggest, baddest monsters of the Antediluvian World, and that benefit alone should be enough to make any other warband seriously reconsider their options and head for home!

Special Powers

All Titan Masters and the Titan Overlord have the following special abilities.

Colossal

Titan Masters and Overlords are considered "Colossal" creatures, because they tower above man-sized opponents. A Colossal creature in melee combat with a man-sized model can still be targeted by missile fire, because of their difference in size. A Colossal creature can also be targeted even if there is a man-sized unit in the way that would normally block line-of-sight. Man-sized models are those that are mounted on 20 or 25mm bases. If the Colossal model is not the nearest target, the missile unit is still required to use Strategic Fire in order to target it.

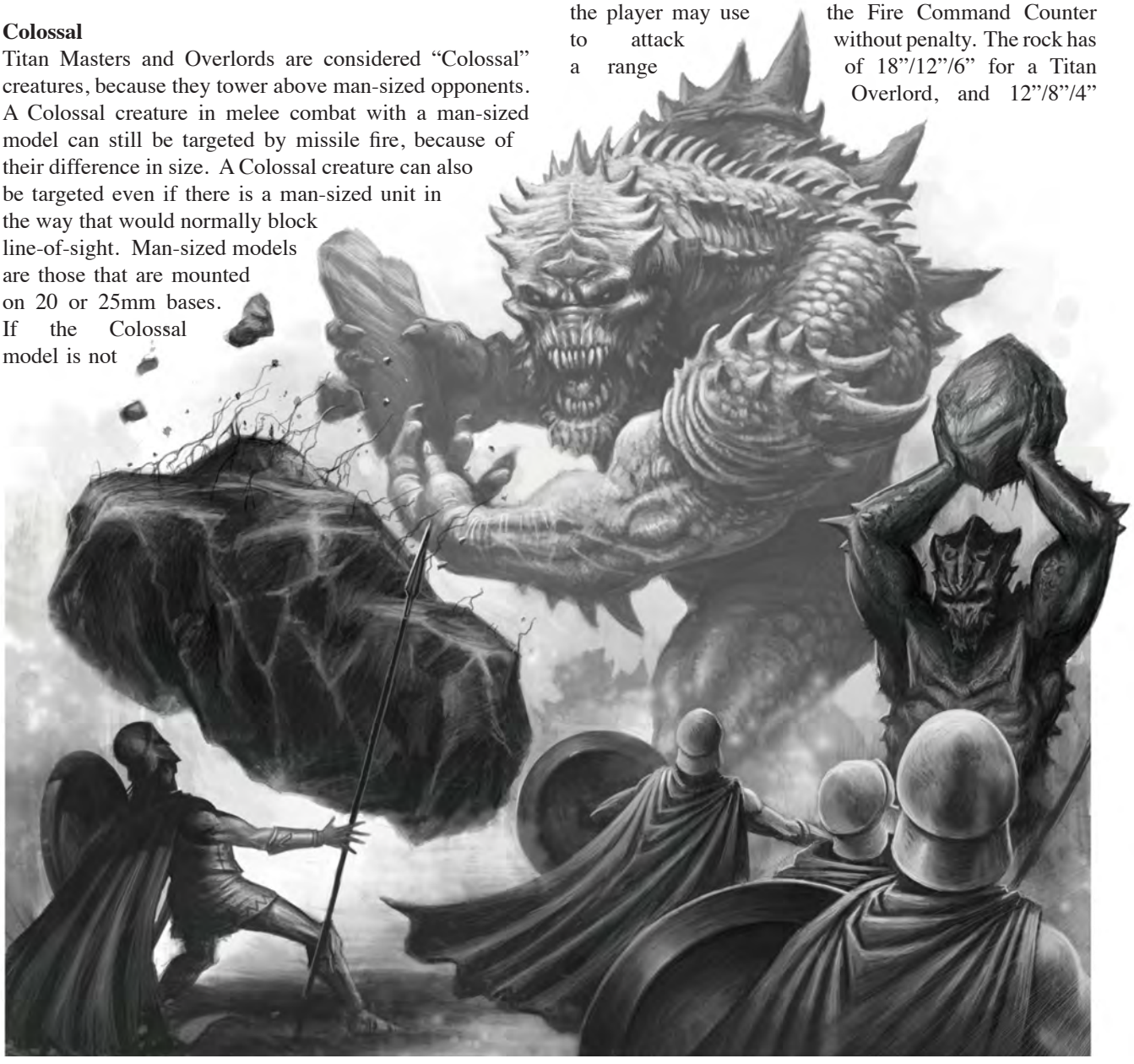
Note: Multiple opponents may attack a colossal model during the Provocation.

Fearsome

All units and characters must make a Discipline Test against the Titan in order to engage it in melee combat. Harbingers, Demigods, undead followers of the Eater of the Dead, and magical constructions such as the Stone Colossus are immune to this effect.

Hurl Rocks

If the Titan begins his Activation within 1" of a boulder, battlefield debris, building or rocky outcropping, it may pick up a rock and use it as an improvised missile weapon. The attack may be conducted as a Fire of Opportunity, or the player may use the Fire Command Counter to attack without penalty. The rock has a range of 18"/12"/6" for a Titan Overlord, and 12"/8"/4"



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for a Titan Master. The rock has a Damage Modifier of 3 for the Overlord, 2 for Titan Master. The rock causes Structural Damage against buildings.

If the target is a unit, more than one model may be hit. Roll a d10 and consult the table below to determine the number of hits upon the unit:

1	1 model struck
2-5	2 models struck
6-9	3 models struck
10	4 models struck

Stomp Attack
Instead of his normal attacks, the Titan may substitute a single Stomp attack. For Titan Masters, this attack is made with a Damage Modifier of 3, and causes 2 wounds on a successful hit. For Titan Overlords, this attack is made with a Damage Modifier of 4, and causes 3 wounds on a successful hit. The Stomp attack can only be made against a man-sized model (20mm or 25mm base).

Topple
A living Titan is a deadly foe, but even a defeated Titan is a great danger to its enemies, as its massive body may fall upon and crush the attackers. When the Titan is killed, a d10 is rolled for each model in base-to-base contact with the Titan. On a roll of 1-3, the model is under part of the falling Titan. The model must roll a Movement Save to attempt to dodge (roll the model's base MV or less on a d10). Any model hit by the falling Titan suffers a wound, with no Armor Save allowed.

Grab
Some special powers require the Titan to grab a model. The Titan may attempt to pick up a man-sized (20 or 25mm base) independent character by making a successful Melee Test against the model. The defender may make a Move Save to attempt to dodge the Grab attack (rolling equal to or less than their Character's base Move Value.) Characters that are attached to a unit or a chariot may not be specifically grabbed – the defending player decides which model in the unit or chariot is grabbed. Each Grab attempt is considered one of the Titan's attacks, and only one successful Grab attack may be made each Turn. Once a model has been successfully grabbed, place it standing on the Titan's base. The Titan may then select an action from the three options below (each of these options uses one of the Titan's remaining attacks. Thus, a successful Grab and Throw attack would use 2 of a Titan Master's 3 attacks.)

1. Throw
The Titan may use the victim as an improvised missile weapon, hurling the unfortunate character at an enemy target. If the grabbed model has an unplayed Command Counter, it may make an immediate single melee attack upon the Titan before it is thrown. The target may only be thrown at an enemy model. Whether the defender attacks or not, they will lose their Command Counter. The thrown model has a range of 12"/8"/4", and a Damage Modifier of 3 if thrown by an Overlord, 2 for Titan Masters. The thrown model is automatically hit from the throw, and must make an Armor Save to avoid being wounded, at the same Damage Modifier above. The target of the thrown model is wounded only on a successful Missile Test from the Titan. If the target is an enemy unit, only 1 model will be hit. If the thrown model survives, the defending player places the model next to the target unit on the side and facing of his choosing. The model is not attached to the unit.

2. Bite
Clutching the hapless character in hand, the Titan lifts its victim up to deliver a savage bite attack! If the grabbed model has an unplayed Command Counter, it may make a single melee attack upon the Titan before the bite is resolved. This attack uses up one of the model's # Attacks, and if the model survives the bite he may use his remaining attacks later during his own his Activation Phase. The Titan's Bite attack is conducted as a normal melee attack but with Damage Modifier 3 for Titan Masters, 4 for the Titan Overlord. If the Titan hits with a natural roll of a 10, it has bitten the model's head clean off! A model killed in the manner cannot be recovered through Casualty Buy-Back in Campaign Play.

3. Crush
The Titan holds the character in its powerful grip, attempting to crush its victim into a jelly! If the grabbed model has an unplayed Command Counter, it may make a single melee attack upon the Titan before the Crush is resolved. This attack uses up one of the model's #Attacks, and if the model survives the crush he may use his remaining attacks later during his own his Activation Phase. The Crush attack is conducted as a normal melee attack but with Damage Modifier 3 for Titan Masters, 4 for the Titan Overlord. The crushed model does not receive the benefit of a shield on its Armor Save.

Held Models
Models that have been successfully Grabbed by a Titan are placed on the Titan's base, signifying that they are held in the Titan's powerful grip. A Titan may hold only one model at any one time. A held model may not cast spells, but may use Harbinger powers as normal. While held, the model may not move or make missile attacks, but may make melee attacks against the Titan during the model's Activation Phase. All Tests made by a held model are conducted at a penalty of -1. If the held model manages to wound the Titan, it may let go, allowing the model a chance to escape. For each wound caused, the held model makes a Save against it's own Move Rating, success means the model has escaped. It is placed in base-to-base contact with the forward field of the Titan's base. The Titan may carry a model that it is holding by playing an Advance or Fast Advance Command Counter as normal, but the model may not be attacked during a Turn that the Titan moves.

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-TITAN SLAVES-

The smallest of the Titans, Slaves are the juveniles of their race, and yet they still dwarf the tallest fully-grown man. Spawned in the pits of Tartarus by some monstrous Titaness, these beings are born miniature versions of the larger adults, fully formed and hungry to kill and devour any lesser being. If suitable prey is not quickly found for the young brutes, their hunger quickly drives them to turn upon one another, the most aggressive gorily devouring the weaker runts of the litter. Indeed, this is a practice that the Titanesses encourage, ensuring that only the strongest and most savage of her brood survive to adulthood.

Though not as powerful as the fearsome masters, the Slaves are just as malicious and cruel… perhaps even more so. They live in constant fear of the tyranny of the Titan Masters, and are eager to inflict these same cruelties on any creature unlucky enough to fall into their clutches, to prove themselves worthy of adulthood and respect. They are hunched and brutal, and share the same bizarre mutations common to all their kind. In battle, they fight in disorderly mobs, gathering together for protection against the Masters and to bully those smaller than them. The Slaves have only lowest intelligence and no language to speak of, thus making their tactics simple and straightforward. They fight savagely with tooth and claw, too stupid to use either weapons or stratagems – indeed; they have little need of either.

On the Battlefield

Titan Slaves are organized into units of 4 or more models. They may assume the Line, Mob, and Column formations. Titan Slaves live in fear of the larger Masters and Overlords; Titan Masters and Overlords may not attach to units of Slaves. Though they have many variations in form and ability, for purposes of simplicity all Titan Slaves are considered to have a Natural Armor Rating of 3 and a Damage Modifier of 1. No additional weapons, shields or armor may be purchased, and they may not be given a Standard Bearer or Musician.

Warband Construction

A Titan Warband may purchase as many units of Titan Slaves as the player desires. Each Titan Slave unit included in the warband allows the purchase of up to 2 Titan Masters, or 1 Titan Specialist.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Titan Slave	5	3	2	7	6	5	6	6	60
Damage Modifier: 1			Armor Rating: 3				Base Size: 40 x 40 mm		

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-Titan Masters-

The Titan Masters stand taller than all other mortal beings, many reaching a height of twenty-five feet at the shoulder; only the Titan Overlords are greater in size. They are more intelligent than their lesser brethren, possessing a cruel cunning learned from countless battles. The Titan Masters are gifted with many strange variations in form, some with extra arms, armored carapaces, and many other mutations, all making them even more horrible and fearsome in battle. In the warbands of the Titans, the Masters form the bulk of their fighting forces, crushing enemies with hurled boulders from afar, and with brute force of their fists and claws in melee combat.

Titan Master Mutations

The Titan player selects one mutation for the Titan Master. Titan mutations are numerous and varied. To represent this diversity, all of the Titan Masters in a warband must be given different mutations, if possible. Since there are only 10 different options, warbands with more than 10 Titan Masters will have to duplicate some mutations.

For example: a warband with only 8 Titan Masters may not have 2 with the "Tentacle Arms" mutation – all the Titans must have different mutations. However, if the warband was particularly large (say, 11 Titan Masters), the 11th Master could also be given Tentacle Arms. A third mutation of Tentacle Arms could be included only in a warband including 21 or more Titan Masters, and so on.

The mutation chosen for the Titan Overlord does not count toward the total number of Titan Master mutations; an Overlord and a Titan Master could both have the same mutation, even in a small warband.

1. Cyclops: The head of the Titan bears a single huge, unblinking eye, which inspires terror in those who meet its gaze. The Titan levels his gaze at the target unit within 12", with an un-played Command Counter and in the Titan's direct Line-of-Sight. The Titan must make a Discipline Test against the unit; if successful, the unit is terrified and loses its Command Counter. This power may only be used at the end of the Titan's Activation Phase, and it may not have made any melee or missile attack, Fast Advance, or Charge during the phase.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Titan Master	5	5	3	8	7	5	7	7	150
Damage Modifier: 2			Armor Rating: 4				Base Size: 50 x 50 mm		
Special: Mutation, Causes Structural Damage									

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2. Armored Hide: Most of the Titan's body is covered with a profusion of thick, bony armored plates or scales, tough enough to turn aside the heaviest weapons. The Titan's Armor Rating is increased by +3, and it receives a Hard Armor Rating of 4. However, the heavy plates are cumbersome, and the Titan's MV is reduced by -1.

3. Tentacle Arms: Instead of arms, the Titan sprouts 2 long, writhing tentacles from his shoulders. The Titan can lash out with the Tentacle Arms, using them to savagely strike at a distant opponent like a whip. The Titan can make melee attacks against close-by models, even if they are not in base-to-base contact. Titan Masters with Tentacle Arms have a reaching distance of 4", and Titan Overlords with Tentacle Arms have a reaching distance of 6". The Tentacle attacks are otherwise conducted normally, at the Titan's regular Damage Modifier. Because the Titan is not required to be in base-to-base contact with an opponent, some powers may not be used against a Titan attacking with Tentacles from a distance, such as A Fiery Aspect and A Widow's Retribution. The Titan's Tentacle Arms are quite nimble, and may be used exactly like normal arms to make Grab and Hurl Rocks attacks.

4. Two Headed: The Titan bears two gruesome, snarling heads upon its broad shoulders. The extra head means that the Titan has greater awareness and can never be surprised; all attacks to the flank or rear are considered facing the Titan's forward field. However, the two heads are quarrelsome and subject to frequent disagreements; the Titan's Discipline Rating is reduced by -2 on its permanent Profile. If killed, the 2 quarrelsome heads finally separate, pulling apart and rising as two Titan Slaves during the Command Phase of the following Turn. They operate as their own unit thereafter.

5. Four-Armed: The Titan has an extra pair of arms sprouting from its shoulders, making the monster twice as ferocious in melee combat. The Titan receives an additional 2 attacks in melee combat. The Titan's permanent Profile should be modified to reflect this.

6. Tusked/Horned: The Titan bears a pair of impressive tusks jutting from its lower jaw, or a single massive horn sprouting from its forehead. The Titan can make an additional gore attack in melee combat in addition to its normal attacks, at Damage Modifier 3. The Titan's permanent Profile should be modified to show the additional attack.

7. Mace Tail: The Titan's normally short reptilian tail has grown long and powerful, ending in a heavy club-like appendage or a mass of spikes. This tail can be swung with great force, smashing entire units aside with one swipe! The Titan may substitute a single Tail Swipe attack instead of his normal melee attacks. The Tail Swipe affects all models in base-to-base contact with the Titan, and they each receive a single Melee Attack with a Damage Rating of 2. The Titan my not make any other melee attacks during the Phase that the Tail Swipe is used. (This attack is particularly effective when the Titan had been 'wrapped around', and is surrounded by enemy models.)

8. Giant Claws: The Titan's hands and feet end in massive claws, longer and sharper than the finest swords. The Titan causes an additional wound from its claw attacks in melee combat. Alternately, Grab attacks are made at a bonus of +1 to the Titan's Attack Rating.

9. Spiked: The skin of the Titan is covered with a profusion of long, bony spikes, making it difficult to attack the monster in melee combat. Each successful melee attack results in a chance for spike damage: the Titan rolls a Melee Test with an Attack Rating 4, Damage Modifier 1 against the attacker. Attackers with hafted weapons such as Spears or Pole-arms are less likely to be hit and wounded by the spike attack, therefore the Spikes Melee Test is reduced to Attack Rating 3, DM 1 against opponents equipped with these weapons. Only physical attacks endanger the attacker – powers and spells that cause wounds (such as Fiery Aspect, etc.) do not result in spike damage.

10. Crown of Horns: The impressive formation of horns growing from the Titan's head reveal his royal lineage: the Titan is a direct descendant of Kronos himself, commanding the respect of all lesser Titans. The Titan receives a bonus of +1 to his Discipline Rating.

This Titan Master could use either the mutation "Tusked/Horned" or "Spiked".
(Miniature Painted by Deborah FitzPatrick)

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-TITAN OVERLORD-

The most formidable of the Titans to have escaped from Tartarus, the Overlord is amongst the greatest beings on earth. Though hunched and bestial, it stands taller than the mightiest trees. The earth shakes from the force of its heavy footfalls and buildings crumble and fracture from its approach. Its roar is louder than the sound of thunder. Men and beasts flee before it in blind terror, even the bravest warriors quake before the unspeakable might of this awesome creature. The Overlord is the center of the Titan warband, commanding dreadful allegiance and ruling by ruthless brutality. Rivals are quickly dispatched, for the Overlord tolerates no challengers to his rule. Its mind seethes with a terrible intelligence and cunning, and it lives to bring chaos and destruction to all things in its path.

Restrictions:
Only 1 Overlord is permitted per warband.

Wounds & the Overlord's Profile:
Unlike normal models, the Titan Overlord's Profile is gradually diminished as wounds are inflicted upon it. The Titan Overlord's Profile begins the game using the Normal Profile. Once the Titan suffers a total of 4 or more Wounds, it is considered Wounded, and begins using the Wounded Profile. After the Titan suffers a total of 6 or more Wounds, it is considered Crippled, and uses the Crippled Profile thereafter.

If the Overlord has a Ka Rating of 2 or higher, the profile will have some Ratings that have been improved due to advancement. When recording improvements on your Overlords permanent profile, be sure to add each improvement to the Wounded and Crippled profile as well. Even if your Titan is wounded he should still benefit from his advanced strength and experience! The cost of the Titan Overlord is 395 pts plus 25 pts per point of Ka.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Normal	5	8	4	9	8	5	8	8	395 +25 per ka
Wounded (-4)	4	4	3	8	7	4	8	8	—
Crippled (-6)	3	2	2	7	6	3	8	8	—
Natural Armor 5		Damage Modifier 3 and causes 2 Wounds with each hit. Each wound is saved separately.							
Titan Overlords cause Structural Damage against buildings. Base size 80 x 80 mm									

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Titan Overlord Powers

1. Mutation: The Titan Overlord begins with a single mutation chosen from the Titan Master Mutations table. If this power is rolled on subsequent Ka Rating advancements, a new mutation from Titan Master Mutation Table is rolled randomly, rerolling any duplicates.

Cost: Automatic

2. The Call to Battle: The Overlord lifts his head and unleashes a terrifying roar, the sound echoing across the battlefield. All Titans answer with their own cries, the deafening sound driving them into a bloodthirsty fury. This power must be used during the Command Phase of the Turn, before the Edge roll is made. The Titan's die roll for the Edge is doubled. This power cannot be used in the same turn as Rampage.

Cost: 1 Ka Point

3. Sundering Blow: The Titan's strength is so great that his mighty fists can shatter stone and crumple iron shields like parchment. Melee attacks made by the Titan receive a +1 bonus to their Damage Modifier, and the strength of the Titan's blows is so great that most shields will shatter from the impact. When the defender rolls his armor save, the shield is destroyed if the unmodified die result is any odd number. This has no effect on the outcome of the roll; a successful odd numbered save still prevents the wound, but the shield is useless thereafter.

Cost: Automatic

4. Volcanic Blood: The blood that runs through the Titan's veins is boiling and under tremendous pressure. If hit in melee combat, a geyser of superheated blood will spurt from the Titan's wound, showering the attacker. If the Titan's Armor Save is failed and a wound is inflicted, the attacker suffers one immediate Boiling Blood attack, with an Attack Rating equal to the Titan's, and a Damage Modifier of 2.

Cost: Automatic

5. Earthshaker: The footsteps of the Titan shake the ground like an earthquake, knocking warriors from their feet and crumbling buildings. Man-sides models (those mounted on a 20mm or 25mm base) within 4" of the Titan's move must roll a Discipline Save, or lose their Command Counter. This only applies when the Titan is issued a movement-based Command Counter: Advance, Fast Advance, Charge, Fall Back, Turn Left/Right.

Cost: Automatic

6. Primal Rage: Countless years of imprisonment in the hellish caves of Tartarus have driven the Titans into a Primal Fury! This power is declared during the Titan player's Command Phase. For the duration of the Turn, the Titan gains an additional attack, a bonus of +1 to its Attack Rating, and suffers a penalty of -1 to its Defend Rating. All Discipline Tests & Saves made by the Titan's opponents against the Titan are at a penalty of -1, including Rout Saves.

Cost: 1 Ka Point

7. The Hunger of Kronos: Human-sized models can be picked up by the Titan and eaten whole, and the Overlord's strength is renewed by the snack! The Overlord may substitute a single Melee attack for a Grab attack. A successful hit means the Titan has grabbed an attacking model and attempts to swallow it. The model may make a Move Save (rolling equal to or less than its base MV on a ten-sided die), success means the model dodged out of the way at the last moment. Failure means the model is swallowed whole. The Titan player rolls a d10, if the result is higher than the Overlord's current wound total, the Titan is healed 1 Wound, but cannot exceed its starting Profile. If there are multiple targets for the attack, the model that is attacked is chosen by the defending player. (In campaign games, Characters eaten could be saved at a later date if the Titan was killed and his belly cut open. This could be the goal of a special Scenario or Subplot.)

Cost: Automatic

8. Breath of Hellfire: The fires of Tartarus burn in the Titan's chest, and it can exhale a cloud of billowing flames upon its enemies. The Overlord may breathe fire onto any target within 8" range. The attack is treated like a missile attack for purposes of eligibility; the target may not be engaged in melee combat, and the Titan must have line-of-sight. The Breath of Hellfire causes 1d10+ Ka Rating number of attacks vs. a unit, Attack Rating 10, Damage Modifier 2. If used against an independent Character, only a single attack is eligible against the Character. Breath of Hellfire can be used in melee combat, but only against the unit it is in base-to-base contact with.

Cost: 2 Ka points

9. Bane of the Gods: The Titan's body crackles with a weird lightning, a malevolent energy that eclipses the power of any lesser being that stands in his shadow. The Titan is especially resistant to the powers of the gods. Opponents in base-to-base contact with the Titan must win an Arcane Test against him to cast any Spell or initiate any Harbinger Power. Spells and Powers that are already in effect before the opponent makes base-to-base contact operate normally. If the Test fails, the spell or power may not be attempted again until the opponent's next Activation Phase.

Cost: Automatic

10. Rampage: The Overlord roars a mighty battle cry, inspiring the Titans to unleash their hatred in a bloody rampage! This power must be declared during the Command Phase, before the Edge is rolled. The Titan player receives a -2 penalty on the Edge Roll, but all Titans on the battlefield receive an additional melee attack during their Activation Phases for the duration of the Turn. This power cannot be used in the same turn as The Call to Battle.

Cost: 1 Ka Point

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